CPSC3175 — Rodrigo A. Obando, Ph.D. — Columbus State University 1

CPSC3175 Final Project Checklist

Fall 2019

Name of the Game: Ventures In Morioh-Cho

Participants: Trevon Harris

Total Number of Hours: 40

The Adventure/Role Playing Game

**Deliverables** Documents to be delivered

⃝ Report on the Project (Name, short description of game, user level description, implementation description, special features, patterns used including where, and known bugs or problems)

⃝ Source Code (C# Project) (submitted on CougarView/D2L)

⃝ Documentation (should be in with the C# project)

⃝ Project Log (Date, start and end times, what you worked on.)

**Software Patterns Software Patterns used (indicate where)**

⃝ Designated Initializer

⃝ Singleton

⃝ Template Method

⃝ Adapter

⃝ Function Invocation

⃝ Notiﬁcations (Observer) – Observer used to keep track of progress the player makes.

⃝ Delegates – Used for trapped rooms that are trapped with puzzles.

⃝ Hierarchies (Composite)

⃝ Decorators – Used to enhance or add on to items.

⃝ Fa¸cade

⃝ State Design – Used for doors to set state to open or close.

⃝ Other – Commands – Used for functions such as moving, picking up items, command list, quest objective, moving back to previous room, dropping item, item check, and more.

**Base Functionality** Minimum functionality in the game

✓⃝ Several Locations/Rooms.

✓ ⃝ Player can walk through locations.

✓⃝ Items in some rooms. This implies that items can be dropped in rooms.

✓ ⃝ Some items can be picked up and some items cannot be picked up.

✓ ⃝ The Player can carry items.

✓ ⃝ Items have weight.

✓ ⃝ The Player can carry items up to some weight.

✓ ⃝ The Player can win.

✓ ⃝ Back Command is implemented. (Stack)

✓ ⃝ There are Five new commands over the ones provided but does not include the back command.

**Challenge Tasks** Tasks beyond the base functionality

⃝ NPC’s (Non-Playing Characters) ⋄ Characters/Monsters NPC’s perhaps subclass of player. ⋄ NPC’s can move from room to room. ⋄ Characters interact with player.

⃝ Extend parser to three or more words.

✓ ⃝ Transporter Room or equivalent. **A warp command that transports you back to a point you visited before.**

✓ ⃝ Volume in Items. ⋄ Volume to the Items. ⋄ Player can carry up to certain volume.

⃝ Multiplayer capabilities.

⃝ In Multiplayer make the player drop all items if either dies or leaves the game.

⃝ Automatic generation of rooms and their connections; and the positioning of the items.

⃝ Create a game reader to have the game read a ﬁle. Substitute the createWorld() method.

⃝ Create a role-playing game with character growth.

⃝ Provide a way to have player wear armor or use weapons.

⃝ Make weapons/armor wear out.

✓ ⃝ Give selling/buying value to all items.

⃝ Create a trading room where you can buy or sell items.

⃝ Create a battle system where your character may engage in ﬁghts with other characters.

✓ ⃝ Create a quest system which can be used to have your character complete speciﬁc tasks to obtain items or information that otherwise would be unaccessible.

⃝ Create a way to leave/save the game and come back to it later (singleplayer).

⃝ Create a way to leave and come back to the game (multiplayer).

⃝ Others. Anything that would be a challenge and it is not already listed (Instructor approved.)